América Marin

Computer Science and Linguistic Anthropology Major At Brown University 26'



CONTACT

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EDUCATION

Relevant Courses: Intro to Object-Oriented Programming and Computer Science; Program Design with Data Structures and Algorithms; Intro to Discrete Structures and Probability, Intro to Software Engineering; Stats for Social Research; Fundamentals of Computer Systems

Awards: Sidney E. Frank Scholar, A Bridge For Kids Scholar

PROFESSIONAL EXPERIENCE

Brown Department of Computer Science, Undergraduate Teaching Assistant

Providence, RI | December 2024 - Present

Course: CSCIO200 Program Design with Data Structures and Algorithms

- Provide academic support through office hours, discussion board responses, and small-group section facilitation to enhance student understanding of course material.
- Assist with course preparation and development, including updating assignments, grading rubrics, and course
 documents, as well as writing solutions, test suites, and support code for new or revised assignments.

Brown Department of Anthropology, Research Assistant

Providence, RI | December 2024 - Present

- Conduct bibliographic research and data collection on race, language, and belonging in multicultural societies, focusing on science, statehood, and Indigenous counter-narratives.
- Aiding Professor Joshua Babcock by reading and supplying scholarly articles and books based on Freudian and Lacan theories psychoanalytics and desire

Brown Program in Linguistic, Research Assistant

Providence, RI | August 2024 - Present

- Collaborate with researchers and A'i community members to document and preserve A'ingae through linguistic
 analysis, data management, and the development of multi-purpose language resources and oral histories.
- Contribute to the creation of pedagogical tools and multimedia resources, supporting research on A'ingae grammar and language use for academic and community applications.

Brown University Center of Language Studies, Course Development Assistant

Providence, RI | August - December 2024

Course: Teaching English to Speakers of Other Languages (TESOL)

- Assisted Professor Katherine Kang in developing a curriculum on second language acquisition and its sociolinguistic impacts.
- · Helped identify relevant readings and activities to enhance students' grasp of second language learning.
- Worked to connect the Brown community with improved language acquisition resources and tutoring position
 opportunities.

Brown Department of Education, Course Development Assistant

Providence, RI | January - May 2024

Course: Supporting Multilingualism in Schools (EDUCA-3) Brown University

- Collaborated with Professor Tricia Kelly to research, develop, and review course materials focused on multilingualism and translanguaging.
- · Provided feedback on course resources to better support students' understanding of language diversity.
- Engaged in community outreach with local teachers and students to facilitate adaptable linguistic education.

PROJECTS

StudBub - Individual Group UI/UX Project

Providence, RI | November 2024 - Present

- Worked on a group project with two other programmers to create a website targeted towards Brown Students looking to find studying partners in the courses that they are registered for
- Programmed the backend and frontend code for the messaging and and "group chat" features of the website

Weensy OS - Classroom Implementation of an Operating System

Providence, RI | March - April 2024

- Implemented and operating system kernel code that implements the virtual memory architecture and a few important system calls for a small operating system
- Interacted with page tables, kernel and user memory spaces, processes, and virtual and physical memories

Entre Mundos Exhibition - Exhibition of artistic portfolio

Providence, RI | November 2024

- Worked closely with a student-lead art exhibition off Brown's campus, that looked to represent queer, and/or
 indigenous Mexican-American artists from the Brown+ community
- · Exhibited my own multi-media portfolio based on the fluidity of femininity through surrealist pieces

SKILLS & INTERESTS

Technical Skills: Proficient in Google Suite, Microsoft Office, and Canva; Proficiency with Python, JavaScript, Java, TypeScript, C++, LaTex, HTML(Hypertext Markup Language), CSS(Cascading Style Sheets); Introductory competency with programming language Maya

Languages: Spanish (native proficiency), French (professional working proficiency), Portuguese (professional working proficiency), Swahili (elementary)

Intellectual Pursuits: Demonstrates a profound interest in utilizing software and graphic design skills as catalysts for societal transformation. Engages in rigorous research endeavors pertaining to Latine and Indigenous identity, reflecting a dedication to scholarly exploration. Displays a passion for linguistic acquisition and its pragmatic application within professional spheres.